DOUBLE DRAGON II

WEAPONS - HANDY OPPORTUNITIES TO FIGHT HARDER

Fighting through the hostile terrain, Billy and Jimmy will encounter thugs and villains (see the Cast List for details). Some of them will be armed, and it may be possible to force them to drop their weapons to the floor. Every now and again you'll find that a careless hoodlum has left a useful weapon lying on the ground. Whenever you get the chance, pick up a weapon and put it to use.

Spades, daggers, powerballs, boxes, chains, grenades, logs and whips can all be wielded to good effect against the marauding hordes. Be sure to take advantage of every opportunity to even the odds. As skilled fighters, Billy and Lee immediately become masters of any weaponry you can get into their hands.

THE STORY CONTINUES...

Things didn't go too well after all. When the Black Warriors gang kidnapped Marian and sparked off the previous expedition onto the city streets, her sweetheart Billy Lee saved the day. With the help of his brother, Jimmy, Billy managed to rescue Marian and dispose of the evil leader of the Black Warriors - a gun-toting villain by the name of Willy.

At the end of Double Dragon I, the city streets had been rendered a much safer place with the Black Warriors put permanently out of action. Or so everyone thought.

Billy and Jimmy didn't kill ALL the Warriors. The solitary surviving member of the gang nursed herself back to health, and spent several years studying ancient oriental arts of healing. At the far fringes of the ancient medical science she studied, there is an area of what can only be called magic - magic powerful enough to reincarnate the dead. Linda, for it was she, perfected her powers

of Undhai, or magic medicine, to the point where she had the ability to raise the mortal remains of the dead. She learnt how to breathe life back into the human remains left behind by souls long departed from this planet.

No prizes for guessing what Linda's main aim was. But first, she practised her powers on the remains of a few dead yobboes, lowly members of the Black Warriors gang, to make sure she had full mastery of the magic before concentrating on raising Willy himself. Before the Brothers Lee realised what was happening, the Black Warriors were up to full strength once more and back in action. And it seems Linda's early experiments produced one or two mutated gang members...

Driven by a powerful urge for revenge (sharpened by five years being dead) Willy ordered his minions to kidnap Marian once more. Within days of his command being issued, the hapless girl found herself transported to Willy's secret base. Never a thug to make the same mistake twice, Willy immediately murdered Marian and locked her remains in a magic field conjured up by Linda. (Who achieved remarkably rapid promotion within the hierarchy of the Black Warriors as a result of her success in getting Willy up and about.)

Once again, the twins set out on a quest to rescue Marian - but this time their mission is likely to be even more complicated. Starting out in the city's heliport, Billy and Jimmy have to battle their way down a lift shaft, into and through a warehouse and out into the open countryside. Fighting their way up a cliff, they reach a hilltop where a door to Willy's secret base is hidden. Marian's body lies entombed in the centre of this hideout, and to stand any chance of rescuing her and returning her soul to this world, the heroes have to kill Willy and then do battle with their own tortured souls...

Only when the Warriors and Willy have been defeated can the magic field that shields Marian's remains be penetrated. The Lees are twins, but they are also the seventh sons of a seventh son, so have magical powers bestowed on them as their Shinto birthright. When they have defeated their own souls in combat, they will draw sufficient power from the ether to enact a Shinto resurrection ceremony and restore Marian to life.

With the Warriors finally eradicated and Marian restored to the peak of health, Billy, Jimmy and Marian will pass through a portal into another space-time continuum and - hopefully - live a long and peaceful life together.

PLAYING THE GAME

Fight, fight and fight some more is the only way to rescue Marian. Billy can stage a one-brother rescue mission, but the chances of success are much higher if he can enter the fray with Jimmy by his side. (If two players embark on the quest to raise Marian, then they should work as a team and remember to keep an eye on their respective partners.)

Each of the five game sections has to be completed before the timer above the main screen reaches zero - or the heroes lose one of their precious Shinto lives. Hits from members of the Black Warrior wrecking crew also reduce the Lees' lifeforce, taking power from the brothers' two lifestatus displays shown below the screen. The total number of lives Billy and Jimmy have at their disposal is shown by a digital readout immediately above their lifeforce meters.

The route to Marian's location takes the battling boys relentlessly to the right of the screen. The only way to move from one section of the play area to the next is to kill off all the Warriors lurking there

- once the zone is empty the Guiding Hand will appear in the skies, urging Billy and Jimmy to move to the exit point.

As Jimmy and Billy have led such clean, honest lives, the Shinto Powers that rule the universe have granted them a limited level of immortality to be going on with. (Should they succeed in the mission, full Shinto Deity status is accorded to them before they move on to another space-time continuum.) If one of the brothers Lee should meet an untimely end, it is possible to activate one of the five immortality credits the Shinto Powers have granted - the quest can continue with a freshly rejuvenated hero.

LOADING INSTRUCTIONS

IBM PC

Boot your PC in the usual manner. At the A> prompt type the name of the game. Program will load and run.

AMIGA

Insert disc in DF0:. Program will load and run.

ATARI ST

Insert disc in Drive A. Program will load and run.

COMMODORE 64 - DISC

Type LOAD "*",8,1 and RETURN. Program will load and run.

COMMODORE 64 - CASSETTE

Hold down SHIFT key and press RUN/STOP. Press PLAY on tape. Program will load and run.

SPECTRUM +3 - DISC

Insert disc and press ENTER. Program will load and run.

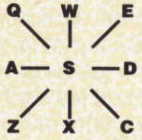
SPECTRUM - CASSETTE

SPECTRUM 128K/+2/+2A
Insert cassette and press ENTER
SPECTRUM 48K
Type LOAD"" and press ENTER

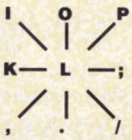
IBM PC CONTROLS

Press 1 to start a one player game or joystick fire 1
Press 2 to start a one player game or joystick fire 2

Joystick 1



Joystick 2



or Joystick equivilant   Fire only = Punch

Fire 1 from keyboard = s
Fire 1 from keyboard = 0 (zero on cursor keypad)

THE MOVES:

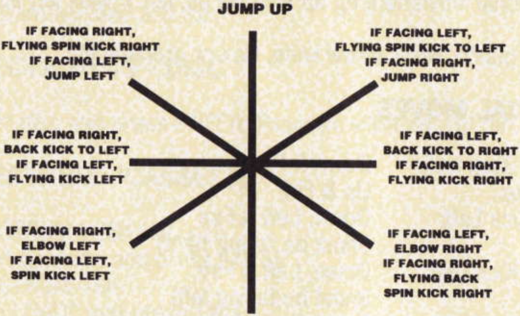
Directional movement eg up = move up, left = walk left etc

Fire = punch, whip, throw knife, Box or grenade etc

SPECIAL MOVES:

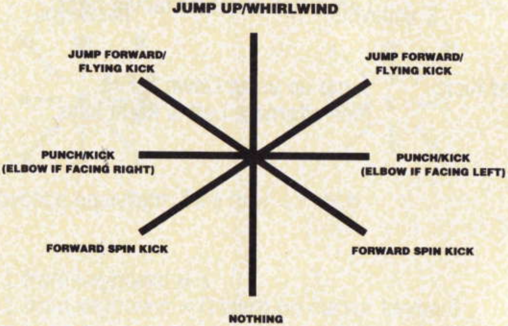
Flying Back kick:	Down & Fire
Jump up:	Up & Fire
Spin Kick Left:	Down, Left & Fire (must be facing right)
Flying Kick Left:	Down, Left & Fire (must be facing left)
Spin Kick Right:	Down, Right & Fire (must be facing left)
Flying Kick Right:	Down, Right & Fire (must be facing right)
Elbow Right:	Right & fire (must be facing left)
Elbow Left:	Left & fire (must be facing right)
Whirlwind Kick:	Jump up using Down & Fire, then alternate Left & Right keys

ST/AMIGA
CONTROLS WITH FIRE PRESSED

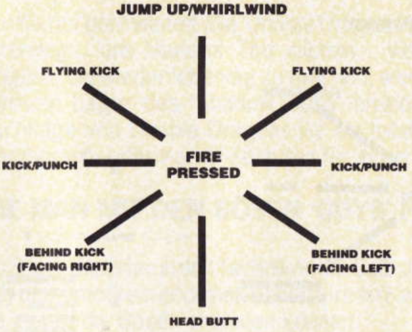


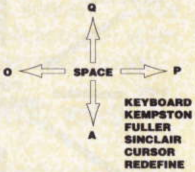
FIRE = PUNCH, PICK UP, THROW ETC
JOYSTICK 1 or 2 or BOTH

CONTROLS C64 - DISK

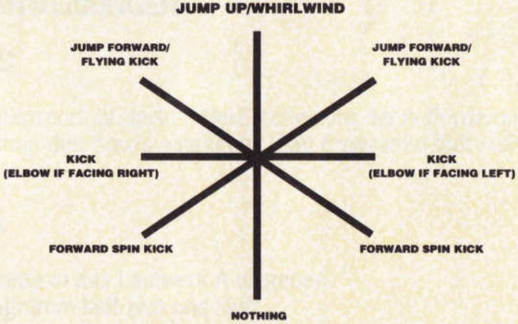


SPECTRUM DISK CONTROLS



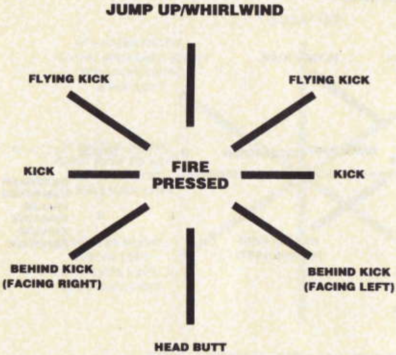


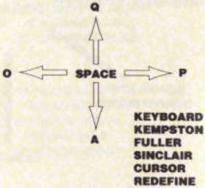
C64 CASS - JOYSTICK 1 & 2 CONTROLS WITH FIRE PRESSED



PUNCH - FIRE PRESSED - PUNCHES IN DIRECTION FACED (NO JOYSTICK MOVEMENT)

SPECTRUM CASSETTE CONTROLS





PUNCH - FIRE PRESSED - PUNCHES IN DIRECTION FACED (NO JOYSTICK MOVEMENT)

DOUBLE DRAGON II

Der Kampf geht weiter! Die 'Double Dragons', Billy und Jimmy, sind unterwegs, um Marions Tod rächen - vielleicht ist es sogar möglich, sie wieder lebendig zu machen, wenn die beiden nur das geheime Lager des 'Shadow Boss' erreichen können. Diese Nachfolge von Double Dragons ist ein totales Actionspiel voller atemberaubender Kampf-Features für einen oder zwei Spieler.

WIE MAN MIT DEN BÖSEN 'GUYS' FERTIG WIRD

Als Super-Experten in den Techniken der Selbstverteidigung besitzen Billy und Jimmy ein enormes Repertoire an Kampfbewegungen, die sie gegen die Bösen anweden können.

Setzen Sie sich dran und üben Sie diese Techniken, damit Sie die gleiche Geschicklichkeit erreichen.

LADEANWEISUNGEN

IBM PC

Das System normal starten. Bei Erscheinung der Aufforderung A> den Namen des Spiels eingeben. Das Programm lädt sich und läuft.

AMIGA

Die Diskette in das Laufwerk A eingeben.
Das Programm lädt sich und läuft.

ATARI ST

Die Diskette in das Laufwerk A eingeben. Das Programm lädt sich und läuft.

COMMODORE 64 - DISKETTE

LOAD"*",8,1 eintippen und auf RETURN drücken.
Das Programm lädt sich und läuft.

COMMODORE 64 - KASSETTE

Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken.
PLAY auf dem Recorder drücken.
Das Programm lädt sich und läuft.

SPECTRUM+3 - DISKETTE

Diskette in das Laufwerk eingeben und auf ENTER drücken. Das Programm lädt sich und läuft.

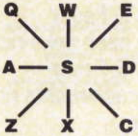
SPECTRUM - KASSETTE

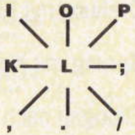
SPECTRUM 128K/+2/+2A
Insert cassette and press ENTER
SPECTRUM 48K
Type LOAD"" and press ENTER

IBM PC

Für einen Spieler auf 1 oder den Joystick-Feuerknopf 1 drücken.
Für zwei Spieler auf 2 oder den Joystick-Feuerknopf 2 drücken.

Joystick 1 Nur Feuern = Schlag Joystick 2





Joystick-Äquivalent

Feuer 1 über die Tastatur = s
Feuer 2 über die Tastatur = 0 (null auf Cursor-Tastatur)

Die Bewegungen
Bewegungen in verschiedene Richtungen z.B.
Hoch = Bewegung nach oben,
Links = Bewegung nach links usw.

Feuer = Schlag, Peitsche, Wurfmesser, Kiste oder Granate usw.

SONDERBEWEGUNGEN

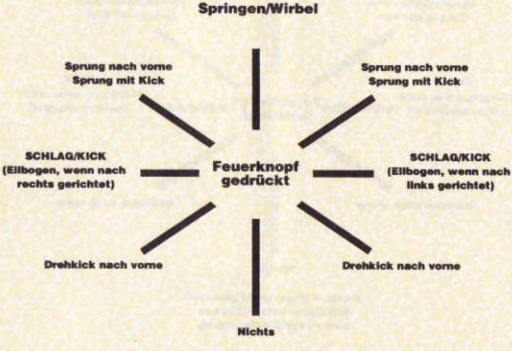
Sprung mit Kick nach hinten	Runter & Feuer
Sprung nach oben	Hoch & Feuer
Drehung mit Kick nach links	Runter, Links & Feuer (man muß sich nach rechts richten)
Sprung mit Kick nach links	Runter, Links & Feuer (man muß sich nach links richten)
Drehung mit Kick nach rechts	Runter, Rechts & Feuer (man muß sich nach links richten)
Sprung mit Kick nach rechts	Runter, Rechts & Feuer (man muß sich nach rechts richten)
Ellbogen nach rechts	Rechts & Feuer (man muß sich nach links richten)
Ellbogen nach links	Rechts & Feuer (man muß sich nach rechts richten)
Wirbelkick	Hoch springen, dabei Runter & Feuer benutzen, danach abwechselnd die Links- und Rechts-Tasten.

Steuerung
ATARI ST/AMIGA
Steuerung mit Feuerknopf gedrückt

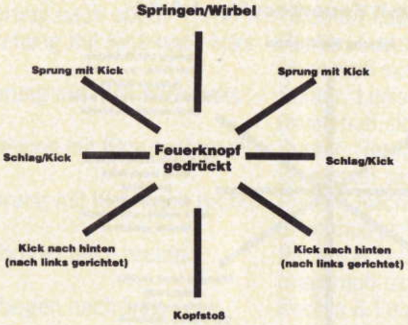


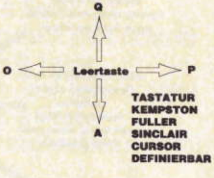
FIRE = PUNCH, PICK UP, THROW ETC
JOYSTICK 1 or 2 or BOTH

C64 DISKETTE • JOYSTICK 1 & 2

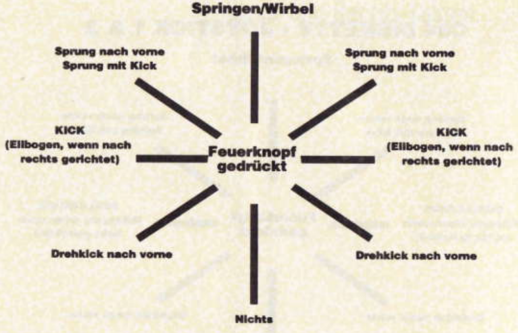


SPECTRUM DISKETTE STEUERUNG



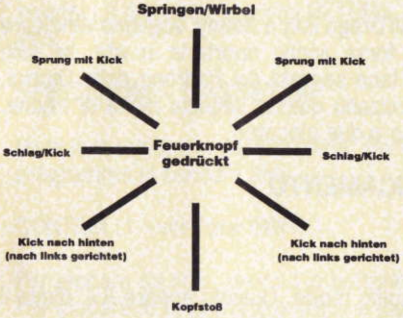


C64 KASSETTE
JOYSTICK 1 & 2

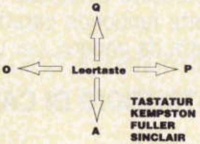


Schlag = Feuerknopf gedrückt
Schlägt in entsprechende
Keine Joystick-Bewegung

SPECTRUM KASSETTE STEUERUNG



Schlag = Feuerknopf allein
Schlägt in entsprechende Richtung



TASTATUR
KEMPSTON
FULLER
SINCLAIR
CURSOR
DEFINIERBAR

DOUBLE DRAGON II (I GEMELLI DRAGO II)

La lotta continua! I Gemelli Drago Billy e Jimmy, vogliono vendicare la morte di Marian - e forse anche riportarla in vita, se solo potessero penetrare la tana segreta del Padrone delle Ombre. Lotte furibonde caratterizzano questa sequela piena di azione. Tutta da godere, per uno o due giocatori.

ISTRUZIONI DI CARICAMENTO

IBM PC

Inizializza il sistema al solito modo. Quando appare A>, digita il nome del gioco. Il programma si carica e gira.

AMIGA

Inserisci il dischetto nel drive A. Il programma si carica e gira.

ATARI ST

Inserisci il dischetto nel drive A. Il programma si carica e gira.

COMMODORE 64 - DISCO

Batti LOAD"*",8,1 e premi INVIO. Il programma si carica e gira.

COMMODORE 64 - CASSETTA

Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira.

SPECTRUM +3 - DISCO

Inserisci il dischetto e premi RETURN. Il programma si carica e gira.

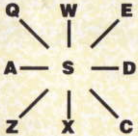
SPECTRUM - CASSETTA

Metti la macchina in modalità 48K. Batti LOAD"" e premi INVIO. Il programma si carica e gira.

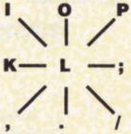
CONTROLLI - versione IBM PC

Per giocare da solo, premi 1 o bottone joystick 1
Per giocare in 2, premi 2 o bottone joystick 2

Joystick 1



Joystick 2



oppure un equivalente joystick
Fuoco 1 dalla tastiera = s
Fuoco 2 dalla tastiera = 0 (zero, su tastierino cursori)

I Movimenti:
I movimenti direzionali, come su = muove in alto, sinistra = cammina a sinistra, ecc.

Fuoco = pugno, frusta, lancia coltelli, scatola o bomba a mano, ecc.

Movimenti Speciali:

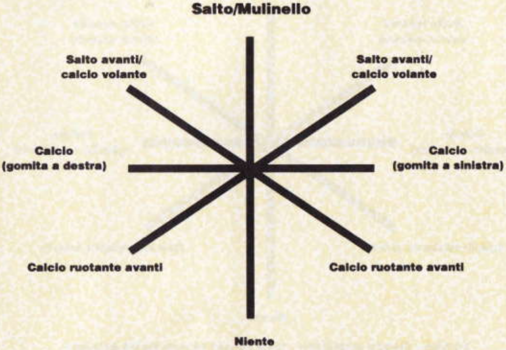
Calcio Volante all'indietro:	Giù e Fuoco
Salto in alto:	Su e Fuoco
Calcio Ruotante a sinistra:	Giù, Sinistra e Fuoco (deve guardare a destra)
Calcio Volante a sinistra:	Giù, Sinistra e Fuoco (deve guardare a sinistra)
Calcio Ruotante a destra:	Giù, Destra e Fuoco (deve guardare a sinistra)
Calcio Volante a sinistra:	Giù, Destra e Fuoco (deve guardare a destra)
Gomitata Destra:	Destra e Fuoco (deve guardare a sinistra)
Gomitata Sinistra:	Sinistra e Fuoco (deve guardare a destra)
Calcio Mulinello:	Salta con Giù e Fuoco, poi alterna i tasti Sinistra e Destra

ST/AMIGA
CON FUOCO PREMUTO

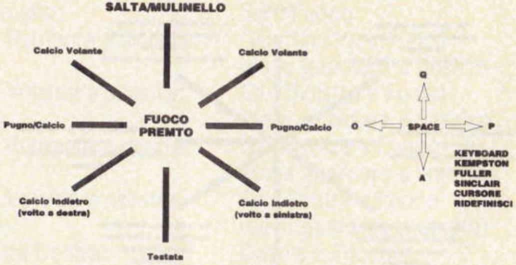


FUOCO = PUGNO, RACCOGLIE, LANCIA, ECC.
JOYSTICK 1 O 2, OPPURE ENTRAMBI

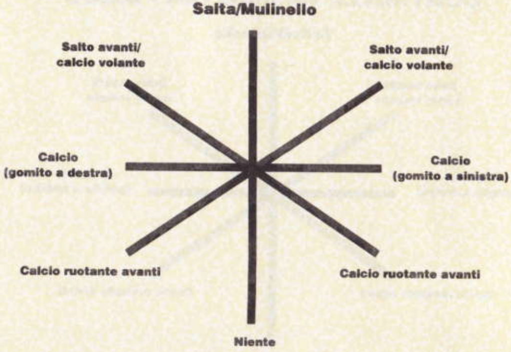
CONTROLLI: versione C64 - DISCO



CONTROLLI: versione SPECTRUM DISCO



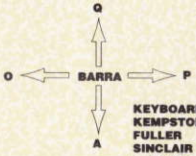
CONTROLLI: versione C64 CASSETTA Joystick 1 e 2



PUGNO - FUOCO PREMUTO - TIRA PUGNI VERSO DOVE GUARDA
NIENTE MOVIMENTI JOYSTICK

CONTROLLI: versione SPECTRUM CASSETTA





KEYBOARD
KEMPSTON
FULLER
SINCLAIR
CURSORE
RIDEFINISCI

PUGNO - FUOCO PREMUTO - TIRA PUGNI VERSO DOVE GUARDA
NIENTE MOVIMENTI JOYSTICK